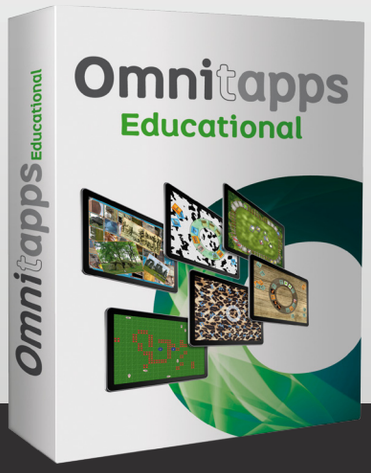
Omnitapps

Multi Touch Applications



The ultimate Multitouch Suite

With the education package, you have a set of educational applications for children's age groups 4 to 12 years. The package includes playful exercises for language courses, mathematics and environmental studies.
With this package, your children or your students can start right away.
The exercises focus on cooperation, so that children can also learn from each other.

Unique features:

- Educative multi-user touch games for fun or schools.
- Co-developed by educationalists.
- Plug and Play.
- OEM versions available.
- Works with all major hardware vendors touchscreen.
- Also available as a Dutch version.

www.multitouch-software.com
de Dintel 29 - 5684PS Best - Netherlands - Phone: +31 (0)499-367607

Omnitapps Education:

ShapeAndColour

Find shapes and colours. It starts out easy.....

The wheel in the centre of the screen shows a coloured shape. Pupils then have to find those shapes in that colour among all the different coloured shapes on the screen. When pupils have completed a wheel, a new one appears.

Suitable for kindergarten, teaching children to identify specific shapes and colours.

SumGame

Make sums with fractions.

In the SumGame, pupils make sums with fractions. The difficulty increases gradually, and thus presents a stimulating challenge. The game is designed for fourth grade and above. The game begins presenting equal fractions, eventually adding unequal fractions and round numbers.

FollowUp

Drag the shapes to the trains and put them in the right order.

Four trains are driving along the edge of the screen. The goal is for the shapes in the middle to travel on the right train. Children learn to observe the qualities of a certain shape: from large to small, from broad to narrow, from a little to a lot, and so forth.

Suitable for children aged 4 and up.

Mariquita

Also known as DotCount. Find the ladybugs with the right amount of dots.

A ladybug with a certain amount of dots on its back appears in the middle of the screen. The pupils have to pick the ladybug with the same amount of dots to fill the wheel. Playful introduction to counting for kindergarteners.

CatchAPig

Send the pigs to the right square, according to the numbers on their back. Practicing the tables of multiplication from 1 through 10.

Send the pigs to the right square. Each pig has a number on its back, the destination squares each represent a table of multiplication. Pigs have to be sent to the right table – but many numbers are found in more than one table, and so many pigs have more than one possible destination.

The pigs have to be guided to the right destinations, or they'll keep wandering around. Cooperation is therefore an important part of this game.

The difficulty ramps up as pupils progress in the game. Suitable for pupils at the end of second grade and above.

Fraction Train

Practice fractions. Drag the fraction images onto the trains in the right order.

Put the fractions in the right order.

This fraction game can be played by children from the fourth grade onward. The pupils work together to put fractions with a common denominator in the right order. When a set of trains is complete, a new set appears.

TableSeeker

Find the right numbers for the table.

Which numbers go with the table of multiplication displayed in the wheel? Many numbers appear on the screen, but watch out – not all of them are a part of the current table. Who can find the most correct numbers?Cooperation is an important part of this game.

Suitable for pupils in second grade and up.

TipTile InfoBlocks

Learn about Vincent Van Gogh, a Dutch Impressionist master. (English Version) Hunnebedden (Dutch Version)

The TipTile is a presentation format where informative text and images or videos are presented in a non-hierarchic manner. Pupils are invited to explore the subject at their own pace. When pupils do this in a group, they are stimulated to show and explain what they have found to others.

LetterSeeker

Learn the alphabet in a matching game.

A letter appears in the wheel. The goal is for the pupils to fill the wheel with that particular letter as quickly as they can.

A challenging game for first graders with some knowledge of the alphabet.

Table Wheel

Put the results of the tables in the right order.

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